

This document contains Model statistics for the **Polish-Lithuanian Commonwealth**. The statistics are compatible with the **Dystopian Wars V2.5** Game Engine.

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Version 1.0

Polish-Lithuanian Commonwealth Universal Rules

- In some places, the Polish-Lithuanian Commonwealth is abbreviated as PLC in the Force Guide.
- All PLC Primary Weapons (P) have the Incendiary Munitions Type.
- All PLC Heavy Flamethrowers have the Terrifying MAR.

Polish-Lithuanian Commonwealth Commodore Rules

Commodore Traits

- Polish-Lithuanian Commonwealth Commodores may always take the Close Range Precision Aggressive trait instead of making a roll on the Aggressive Trait table.
- Polish Lithuanian Commonwealth Commodores (including Competitive Commodores) may exchange any Aggressive Trait they have generated for the following trait:
 - With Fire and Sword: Once per Game Turn – This ability may be activated during the Boarding Action Segment of any non-disordered squadron with a member within 16" of the Commodore's Model. This squadron gains Terror Tactics (+1) for the duration of the Boarding Segment for every 2 raging fire tokens on the target model to a maximum of Terror Tactics (3).

POLISH-LITHUANIAN COMMONWEALTH

SPECIALIST GROUP SQUADRONS

The following models may be combined to create Specialist Group Squadrons using the rules found on pages 80-81 of the Dystopian Wars 2.5 Rulebook:

Krakau Squadron

The Squadron MUST contain:

1x Zaimec Sky Fortress (Parent Model)

+1 Grom Gunnery Airship (Attached Model)

Gdansk Squadron

The Squadron MUST contain:

1x Podaga Cruiser (Parent Model)

+2x Baggiennik Heavy Frigates (Attached Models)

Vilnius Squadron

The Squadron MUST contain:

1x Rarog Land Ship (Parent Model)


+2x Poltava Light Tanks (Attached Models)











Polish-Lithuanian Commonwealth					Szabla		Points		25	
Small Interceptor					Crew Type: Defensive					
					Small Aerial Model					
					Minimum Move:				2"	
					Turning Template:				45-Degrees	
					Turn Limit:				0"	
					Squadron Size:				2-5	
RB		1	2	3	4	DR	GR	MV	HP	
Fore Gun (S)		4	3	-	-	3	4	14"	2	
-		-	-	-	-	AP	AA	CC	IR	
-		-	-	-	-	1	3	1	0	
-		-	-	-	-					
MAR:		Elusive Target, Hit & Run, Hunter (Aerial, +1), Small Target, Sustained Fire (Ack Ack 1)								
Options:		None								
Weaponary Arcs:		ONE Fore Gun (S) have a Fixed Channel Fore Fire Arc								


SUPPORT AIRCRAFT SQUADRON RULES

AIRCRAFT	MOVE	AD	AA	MARS	DR	HP
FIGHTER	16"	0	2	Acrobatic Pilots Hunter (Aerial, +1)	2	1
DIVE BOMBER	12"	3	2	Hunter (Surface +1)	2	1
TORPEDO BOMBER	14"	3	1	Hunter (Diving, +2)	2	1

Polish-Lithuanian Aces: The following Support Aircraft Squadrons in the Polish-Lithuanian Force may upgrade ONE of their Wings to be an Ace for +5pts: Fighter, Dive Bomber.

Polish-Lithuanian Commonwealth					Grunwald		Points		225		
Land Dreadnought					Crew Type: Stoic						
					Massive Armoured Capital Model Minimum Move: 1" Turning Template: Large Turn Limit: 1" Squadron Size: 1						
RB		1	2	3	4	DR	CR	MV	HP		
Main Turret (P)		9	7	5	-	6	9	6"	9		
P/S Broadside (S)		8	8	6	-	AP	AA	CG	IR		
Bombard Battery (P)		-	12	9	7	9	4	3	7		
Heavy Flamethrower Turret (T)		12	6	-	-						
MAR:		Retardant Armour (Incendiary, 3), Security Posts (2), Sustained Fire (Bombard Battery, 3), Squadron Support (PLG: SAW, Fighters, 3), Sturginium Boost, Strategic Value (100), Fuel Reserves									
Options:		This Model has an Internal Shield (2) Generator The model may upgrade its Crew Type from Stoic to Elite for +10 points This model can replace the Squadron Support (PLG: SAW, Fighters, 3) MAR for Squadron Support (PLG: Rycerz LZ5, 3) MAR for +35pts									
Weaponary Arcs:		TWO Main Turrets (P) have off-set 180-degree Fire Arcs The P/S Broadside (S) have a Broadside Fire Arc ONE Bombard Battery (P) has a 360-degree Fire Arc The Heavy Flamethrower Turret (T) has a 360-degree Fire Arc									

Polish-Lithuanian Commonwealth					Perun		Points	165
Mobile Airfield					Crew Type: Stoic			
					Massive Armoured Capital Model			
					Minimum Move: 0"			
					Turning Template: Large			
					Turn Limit: 1"			
					Squadron Size: 1			
RB	1	2	3	4	DR	GR	MV	HP
Bombard Battery (P)	-	12	9	7	5	8	6"	9
Fore Guns (S)	10	10	5	-	AP	AA	CC	IR
-	-	-	-	-	7	7	4	6
-	-	-	-	-				
MAR:					Carrier (6, 1X5 Wings), Combat Deployment (PLG: Assault Infantry, 2), Fuel Reserves, Redoubtable, Strategic Value (50), Sustained Fire (Bombard Battery, 3), Sturginium Boost, Security Posts (1)			
Options:					This model may purchase the Combat Co-ordinator (PLG Infantry, Fearless, 8") MAR for an additional +15pts			
Weaponary Arcs:					This Model has an Internal Shield (2) Generator ONE Bombard Battery (P) has a 360-degree Fire Arc The Fore Guns (S) have a Fore Fixed Channel			


Polish-Lithuanian Commonwealth					Rarog		Points	150
Land Ship					Crew Type: Stoic			
					Large Armoured Capital Model			
					Minimum Move: 0"			
					Turning Template: Large			
					Turn Limit: 0"			
					Squadron Size: 1			
RB	1	2	3	4	DR	GR	MV	HP
Main Turret (P)	9	7	5	-	5	8	7"	7
Fore Guns (S)	10	8	-	-	AP	AA	CC	IR
Rear Guns (S)	6	6	4	-	7	4	2	6
P/S Broadside (S)	6	6	4	-				
Heavy Flamethrower Turret (T)	12	6	-	-				
MAR:					Retardant Armour (Incendiary, 2), Sturginium Boost, Security Posts (1), Fuel Reserves			
Options:					This Model has an Internal Shield (2) Generator			
Weaponary Arcs:					ONE Main Turret (P) has a Fore 270-degree Fire Arc The Fore Guns (S) have a Fixed Channel Fore Fire Arc The Rear Guns (S) have a Fixed Channel Aft Fire Arc The P/S Broadside (S) have a Broadside Fire Arc The Heavy Flamethrower Turret (T) has a 360-degree Fire Arc			










Polish-Lithuanian Commonwealth					Small Infantry Bunker		Points	25
Land Fortification					Crew Type: Defensive			
					Small Land Fortification			
					Minimum Move: 0"			
					Turning Template: 0			
					Turn Limit: 0"			
					Squadron Size: 1-3			
RB	1	2	3	4	DR	GR	MV	HP
-	-	-	-	-	3	5	0"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	1	4
-	-	-	-	-				
MAR:					Combat Deployment (PLG, Line Infantry, 1), Long Range Assault, Rugged Construction (1)			
Options:					The 1x Line Infantry may be upgraded to be the following: <ul style="list-style-type: none"> • 1x Assault Infantry for an additional +5 points • 1x Close Support Infantry for an additional +10 points • 1x Engineer Infantry for an additional +10 points 			
Weaponary Arcs:					None			

Polish-Lithuanian Commonwealth					Infantry Company		Points	35
Assault Infantry					Crew Type: Aggressive			
					Tiny Armoured Infantry			
					Minimum Move: 0"			
					Turning Template: 360-Degrees			
					Turn Limit: 0"			
					Squadron Size: 1-3			
RB	1	2	3	4	DR	GR	MV	HP
-	-	-	-	-	3	5	8"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	0	0	0
-	-	-	-	-				
MAR:					Difficult Target, Elusive Target, Sustained Assault (2)			
Options:					Can Become Mechanised			
Weaponary Arcs:					None			



